

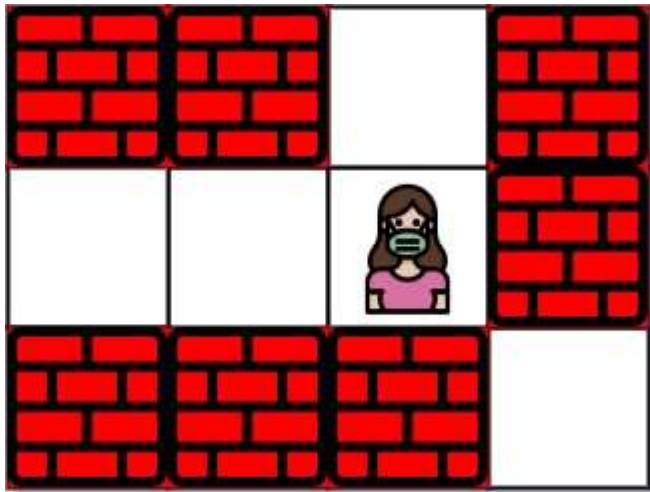
## Nearest Exit from Entrance in Maze (View)

You are given an  $m \times n$  matrix `maze` (**0-indexed**) with empty cells (represented as `'.'`) and walls (represented as `'+'`). You are also given the `entrance` of the maze, where `entrance = [entrancerow, entrancecol]` denotes the row and column of the cell you are initially standing at.

In one step, you can move one cell **up**, **down**, **left**, or **right**. You cannot step into a cell with a wall, and you cannot step outside the maze. Your goal is to find the **nearest exit** from the `entrance`. An **exit** is defined as an **empty cell** that is at the **border** of the `maze`. The `entrance` **does not count** as an exit.

Return the **number of steps** in the shortest path from the `entrance` to the nearest exit, or `-1` if no such path exists.

### Example 1:



**Input:** `maze = [["+","+", ".", "+"], [".",".", ".", "+"], [ "+","+", "+", "." ]]`, `entrance = [1,2]`

**Output:** 1

**Explanation:** There are 3 exits in this maze at `[1,0]`, `[0,2]`, and `[2,3]`.

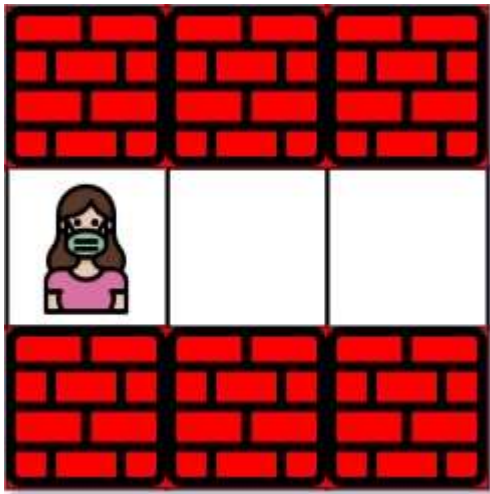
Initially, you are at the entrance cell `[1,2]`.

- You can reach `[1,0]` by moving 2 steps left.
- You can reach `[0,2]` by moving 1 step up.

It is impossible to reach `[2,3]` from the entrance.

Thus, the nearest exit is `[0,2]`, which is 1 step away.

### Example 2:



**Input:** maze = `[["+", "+", "+"], [".", ".", "."], ["+", "+", "+"]]`, entrance = `[1,0]`

**Output:** 2

**Explanation:** There is 1 exit in this maze at `[1,2]`.

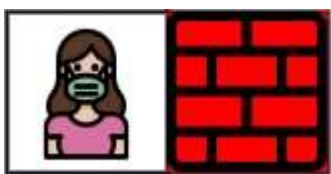
`[1,0]` does not count as an exit since it is the entrance cell.

Initially, you are at the entrance cell `[1,0]`.

- You can reach `[1,2]` by moving 2 steps right.

Thus, the nearest exit is `[1,2]`, which is 2 steps away.

### Example 3:



**Input:** maze = `[[".", "+"]]`, entrance = `[0,0]`

**Output:** -1

**Explanation:** There are no exits in this maze.

**Constraints:**

- `maze.length == m`
- `maze[i].length == n`
- `1 <= m, n <= 100`
- `maze[i][j]` is either `'.'` or `'+'`.
- `entrance.length == 2`
- `0 <= entrancerow < m`
- `0 <= entrancecol < n`
- `entrance` will always be an empty cell.